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IN THE CLAIMS:

1. (Currently Amended) A method of synchronising an end-point application in a computer, where the end point application is at an end-point which is a final destination for an information stream and is a point at which processing of information takes place, said method comprising the steps of:

(a) generating, in and by the end-point application, and storing at least one code whose purpose is to associate an action with an address-based event in [an] the information stream, which comprises data and associated memory addresses, on an information pathway within the computer;

(b) comparing the generated code at least with each of [at least] the associated addresses to detect the address-based event; and

(c) performing the associated action in response to detection of the address-based event.

2. (Original) A method as claimed in claim 1, in which the step (b) comprises comparing the at least one generated code only with each of the associated addresses.

3. (Original) A method as claimed in claim 1, in which the step (b) comprises comparing the at least one generated code with each of the associated addresses and at least part of the data.

4. (Previously Presented) A method as claimed in claim 1, in which the associated addresses are processed before being compared with the at least one generated code in the step (b).

5. (Previously Presented) A method as claimed in claim 1, in which the data have inferred addresses.

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6. (Previously Presented) A method as claimed in claim 5, in which: the information stream comprises a series of data bursts, each of which comprises an associated address and consecutive items of data; the associated addresses are processed before being compared with the at least one generated code in the step (b) by reading the associated address and incrementing the read address upon the arrival of each item after the first item of a burst; and the step (b) comprises comparing the at least one generated code with the associated address processed by the processing step.
7. (Previously Presented) A method as claimed in claim 1, in which the information pathway is a computer bus.
8. (Previously Presented) A method as claimed in claim 1, in which the information pathway is a switch fabric.
9. (Previously Presented) A method as claimed in claim 1, in which the information stream is from a network of computers.
10. (Previously Presented) A method as claimed in claim 1, in which the information stream is from a plurality of sources and is multiplexed.
11. (Previously Presented) A method as claimed in claim 1, in which the information stream is wholly within the computer.
12. (Previously Presented) A method as claimed in claim 1, in which each associated address represents a memory location or range of locations at the end-point application.
13. (Previously Presented) A method as claimed in claim 1, in which the step (a) is performed by at least one application of the computer.

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14. (Original) A method as claimed in claim 13, in which the at least one application includes the end-point application.
15. (Previously Presented) A method as claimed in claim 1, in which the step (b) is performed by a content-addressable memory.
16. (Previously Presented) A method as claimed in claim 1, in which the associated action comprises a plurality of associated actions.
17. (Previously Presented) A method as claimed in claim 1, in which the associated action comprises raising an interrupt for the end-point application.
18. (Original) A method as claimed in claim 17, in which the interrupt is raised only if the end-point application is not running.
19. (Previously Presented) A method as claimed in claim 1, in which the associated action comprises setting a bit in a bitmap which is readable by the end-point application.
20. (Previously Presented) A method as claimed in claim 1, in which the associated action comprises incrementing an event counter.
21. (Previously Presented) A method as claimed in claim 1, in which the associated action comprises writing a predetermined value to a predetermined memory location.
22. (Previously Presented) A method as claimed in claim 1, in which the associated action comprises deleting the at least one generated code.

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23. (Previously Presented) A method as claimed in claim 1, in which the associated action comprises modifying the at least one generated code.
24. (Previously Presented) A method as claimed in claim 1, in which the associated action comprises generating and storing at least one further code.
25. (Previously Presented) A method as claimed in claim 1, in which the associated action comprises rescheduling the end-point application.
26. (Previously Presented) A method as claimed in claim 1, in which the end-point application is suspended after the at least one code is generated and the associated action comprises waking up the end-point application.
27. (Currently Amended) A computer program, for controlling a computer to perform a method as claimed in claim 1, stored on a machine-readable medium.
28. (Previously Presented) A storage medium containing a program as claimed in claim 27.
29. (Previously Presented) A computer programmed by a program as claimed in claim 27.
- 30-131. Canceled
132. (Currently Amended) An apparatus for synchronising an end-point application in a computer, where the end-point application is at an end-point which is a final destination for an information stream and is a point at which processing of information takes place, said apparatus comprising:
means for generating, in and by said end-point application, and storing at least one code whose purpose is to associate an action with an address-based event in [an

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the information stream, which comprises data and associated memory addresses, on an information pathway within the computer;

means for comparing the generated code at least with each of [at least] the associated addresses to detect the address-based event; and

means for performing the associated action in response to detection of the address-based event.

133-139. (Canceled)